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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/997,859	11/29/2001	Bruce Allan Makinen	10011248-1	6699
75	90 09/25/2003			
	CHNOLOGIES, INC.	EXAMINER		
Legal Departme Intellectual Prop	ent, DL429 perty Administration	HAVAN, THU THAO		
P.O. Box 7599 Loveland, CO	80537-0599		ART UNIT	PAPER NUMBER
,,			2672	1
			DATE MAILED: 09/25/2003	4

Please find below and/or attached an Office communication concerning this application or proceeding.

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			Applica	ation No.	Applicant(s)	17
Office Action Summary			09/997	,859	MAKINEN, BRUCE A	LLAN
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	1)⊠	Responsive to communication(s) filed	on <u>29 Novembe</u>	<u>er 2001</u> .		
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-		laim(s) <u>1-35</u> is/are pending in the ap	plication.			
	•	a) Of the above claim(s) is/are	-	consideration.		
		claim(s) is/are allowed.				
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App	licatio	n Papers				
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	, —	der 35 U.S.C. §§ 119 and 120	,			
	-	cknowledgment is made of a claim fo	r foreign priority	under 35 U.S.C.	§ 119(a)-(d) or (f).	
	a)[All b) Some * c) None of:				
	1	☐ Certified copies of the priority do	cuments have b	een received.		
	2	. Certified copies of the priority do	cuments have b	een received in A	Application No	
		. Copies of the certified copies of application from the Internat e the attached detailed Office action to	ional Bureau (PC	CT Rule 17.2(a)).		ge
14		knowledgment is made of a claim for		·		plication).
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2) [Notice	of References Cited (PTO-892) of Draftsperson's Patent Drawing Review (PTC tion Disclosure Statement(s) (PTO-1449) Pape		· —	Summary (PTO-413) Paper No(s). Informal Patent Application (PTO-15	

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DETAILED ACTION

Drawings

This application has been filed with informal drawings which are acceptable for examination purposes only. Formal drawings will be required when the application is allowed.

Claim Rejections - 35 USC § 102

The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless -

(e) the invention was described in a patent granted on an application for patent by another filed in the United States before the invention thereof by the applicant for patent, or on an international application by another who has fulfilled the requirements of paragraphs (1), (2), and (4) of section 371(c) of this title before the invention thereof by the applicant for patent.

Claims **1-35** are rejected under 35 U.S.C. 102(e) as being unpatentable by Rosenberg et al. (US patent no. 6,317,116).

Re claim 1, Rosenberg teaches a method for manipulating a graphical display, the method comprising the steps of providing a graphical user interface comprising a first portion for providing a graphical display, the graphical display comprising a plurality of image objects (col. 4, lines 35-65), receiving a user selection of a first image object in the first portion of the graphical user interface (col. 2, lines 38-44), displaying a target area containing the first image object selected (col. 6, line 63 to col. 7, line 8), receiving a user selection of a second image object in the first portion of the graphical user interface and modifying the displayed target area such that the target area contains the first and second image objects (col. 2, line 38 to col. 4, line 2). In other words,

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Y)

Rosenberg teaches one visual environment that is particularly common is a graphical user interface (GUI). GUI's present visual images (i.e. first and second images as claimed) which describe various graphical metaphors for functions of a program or operating system implemented on the computer. Common GUI's include the Windows RTM operating system from Microsoft Corporation, the MacOS operating system from Apple Computer, Inc., and X-Windows for Unix operating systems. These interfaces allows a user to graphically select and manipulate functions of the operating system and application programs by using an input interface device. The user typically moves a user-controlled graphical object, such as a cursor or pointer, across a computer screen and onto other displayed graphical objects or predefined screen regions, and then inputs a command to execute a given selection or operation. The objects or regions ("targets") can include, for example, icons, windows, pull-down menus, buttons, and scroll bars. Most GUI's are currently 2-dimensional as displayed on a computer screen; however, three dimensional (3-D) GUI's that present simulated 3-D environments on a 2-D screen can also be provided.

Re claims 2, 7, 15, 20, and 29, Rosenberg discloses modifying the displayed target area comprises centering the target area with respect to the first and second image objects selected (col. 14, lines 34-63). In other words, Rosenberg teaches the GUI context, "graphical objects" are those images appearing on the display screen which the user may select with a cursor to implement a function of an application program or operating system, such as displaying images (i.e. first and second images

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as claimed), executing an application program, or performing another computer function (a cursor may also be considered a graphical object.).

Re claims 3, 8, 16, 21, and 30, Rosenberg discloses modifying the displayed target area comprises displaying the target area such that the first and second image objects are contained within the target area and a maximum number of the image objects not selected are contained in the target area (col. 14, line 34 to col. 15, line 7). Rosenberg teaches graphical user interfaces has two distinct actions that are typically required of a user to select a function with the GUI: first, the user must accurately guide the cursor to a desired target using a mouse or other device, and second, the user must press a physical button on the mouse or other device while the cursor is displayed over the target. The user can inadvertently press the button while the cursor is not yet at the target, or after the cursor has just overshot the target. Or, when a desired command requires the user to guide the cursor over a target and "double-click" the physical button. Also, he teaches the current target acquisition and button press commands is that there is no physical feedback to the user confirming that the selection/command process has been successfully completed. A sound, such as a beep, may be used in some cases to confirm a completed command.

Re claims **4, 12, 17, 25, and 34**, Rosenberg discloses the target area comprises a square (<u>figs. 5a-8</u>).

Re claims **5,13**, **18**, **26**, **and 35**, Rosenberg discloses receiving a user selection of a first image object and the step of receiving a user selection of a second image object is via a cursor manipulated by a mouse (<u>col. 4</u>, <u>lines 44-65</u>). For example,

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images are displayed and/or modified on a display screen of the computer system in response to such manipulations. The illustrated interface system includes a mouse object as a user manipulable object. Mouse is shaped so that a user's fingers or hand may comfortably grasp the object and move it in the provided degrees of freedom in physical space. For example, a user can move mouse to correspondingly move a computer generated graphical object, such as a cursor or other image, in a graphical environment provided by computer. The available degrees of freedom in which user manipulable object can be moved are determined from the mechanical interface. In addition, mouse preferably includes one or more buttons to allow the user to provide additional commands to the computer system.

Re claims **6, 14, 19, and 27-28,** the limitation of claims 6, 14, 19, and 27-28 are identical to claim 1 above. Therefore, claims 6, 14, 19, and 27-28 are treated with respect to grounds as set forth for claim 1 above.

Re claims 9-11, 22-24, and 31-33, Rosenberg discloses at least one of the plurality of image objects comprises a family object that specifies a type of solder joint (col. 8, line 56 to col. 9, line 13). In other words, Rosenberg teaches voice coil actuators are positioned on board such that one actuator is provided on portion and the other actuator is provided on another portion. Wire coil of actuator is coupled to portion of board and includes at least two loops of wire etched or otherwise placed onto board, preferably as a printed circuit board trace. Terminals are coupled to actuator drivers, so that host computer or microprocessor can control the direction and/or magnitude of the current in wire coil. Voice coil actuator also includes a magnet assembly, which

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preferably includes four magnets and is grounded, where coil is positioned between opposing polarities of the magnet.

Conclusion

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

Clark, US patent no. 5,307,451

Rosenberg, US patent no. 6,259,382

Rostoker et al., US patent no. 6,470,482

Sciammarella et al., US patent no. 5,912,668

Inquiries

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Thu-Thao Havan whose telephone number is (703) 308-7062. The examiner can normally be reached on Monday to Thursday from 9:00-5:00.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Michael Razavi can be reached on (703) 305-4713.

Any response to this action should be mailed to:

Commissioner of Patents and Trademarks

Washington, D.C. 20231

or faxed to:

(703) 872-9314 (for Technology Center 2600 only)

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Hand-delivered responses should be brought to Crystal Park II, 2121 Crystal Drive, Arlington, VA, Sixth Floor (Receptionist).

Any inquiry of a general nature or relating to the status of this application or proceeding should be directed to the Technology Center 2600 Customer Service Office whose telephone number is (703) 306-0377.

Thu-Thao Havan Art Unit: 2672 September 20, 2003

> MICHAEL RAZAVI SUPERVISORY PATENT EXAMINER TECHNOLOGY CENTER 2600